

WITCHSWITCH

Leprechauns are nimble toadstool hoppers, well skilled in the art of navigating swamps. A shrewd monkey with a lasso would do well to rope one! Attacking birds can cause problems perhaps, but a well-aimed flick of the tail will keep them off your back. A word to the wise: beware of innocent looking plants — snapping heads may give you that sinking feeling and stop you in your tracks: **DON'T OVERSTRETCH YOURSELF!**

The river crossing is more than just a stone's throw away: pelted the evil birds with pebbles is your only power supply on your journey beyond the bridge. Monkeys are not swimmers, so they say. **GET READY TO PASS YOUR PRECIOUS CARGO TO YOUR FLYING FRIEND, THE FOREST OWL.**

Owls in flight are sharp of sight, especially at night, and savour not venomous snakes, in acid lakes, which bear a deadly bite. A swinging pouch is your only defence against this serpentine attack. Thunderclouds and lightning bolts are a pain in the back! Touch a tortoise when he's green, and power your flight to the next screen.

Spiders and their sticky webs, wasps and their deadly stings, not to mention voracious insects, all fearful of your awesome hoot.

The **WITCHSWITCH** is close at hand, success is within your grasp. Dropping the pouch of magic powder into the Witch's evil brew causes the **WITCHSWITCH**. No longer evil, but good and true (and good as new!) she heads for home to save the day.

**HOLDING THE POWER OF REVERSAL,
WAITS THE WIZARD IN HIS CASTLE,
TO STEM THE FLOW AND TURN THE TIDE,
LET HIM TAKE A BROOMSTICK RIDE.**

JOYSTICK CONTROL:

WITCHSWITCH is controlled using joystick port 2.

The joystick button will control different functions at the various stages of game play.

LOADING:

Type load then **RETURN**.

SKILL LEVELS:

The **F5** key will select skill levels.

CONTROLS:

The joystick button or the **F7** key will start the game.

KEYBOARD CONTROL:

Z: Up **•:** Left

X: Down **/:** Right

SHIFT: Fire

SPACE BAR:

Pressing the **SPACE BAR** at any point in the game will return the player to **THE VOLCANO** screen, where the progress of the lava flow may be monitored.

Press the **SPACE BAR** again to return to your sector.

PAUSE:

The **P** key will pause, then restart the game.

SCORING SYSTEM:

THE BLACK SWAMP:

LASO LEPRECHAUN

500 pts

LASH BIRD

200 pts

TOADSTOOL

20 pts

EACH YARD TRAVELLED

1 pt

THE RAVENS:

RAVEN

300 pts + 3 Power Units

JUMPING BROOMSTICK

200 pts + 1 Power Unit

THE POISONOUS LAKE:

SNAKE

200 pts + 4 Power Units

GREEN TORTOISE

50 pts/second

EACH YARD TRAVELLED

1 pt

THE FOREST:

BEETLE

300 pts + 2 Power Units

SPIDER

200 pts + 2 Power Units

SNAIL

50 pts

WASP

500 pts + 3 Power Units

SPIDER'S WEB

100 pts + 1 Power Unit

Hints:

Don't let the snail escape; watch out for the flashing web!

THE WITCH'S HOUSE:

DROP MAGIC POWDER POUCH INTO CAULDRON 1000 pts

THE VOLCANO:

COLLECT WIZARD 500pts POWDER DROP 1000pts

SPECIAL AWARDS:

Extra life for completion of each skill level.

5pts for each second remaining at end of successful game.

POWER BONUS at the end of each section.

PRESS the **RESTORE** key at any point to reset game play.

PROGRAMMERS:
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